YU-HSIN HUNG

Santa Clara, CA

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EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE, Irvine, California

Master of Computer Science, **GPA:3.90/4.00**   Dec. 2021

Relevant Coursework: Distributed Computer Systems, Data Structures with Applications, Computer and Communication Networks

CHANG GUNG UNIVERSITY, Taoyuan, Taiwan

Bachelor of Science in Computer Science and Information Engineering, GPA:3.92/4.00   Jun. 2020

Awards: Honor Student, College of Engineering (Top 3%), 2017, 2018, 2019, 2020

Relevant Coursework: Data Structure and Algorithms, Software Engineering, Operating System, Database Design, Computer Network

TECHNICAL SKILLS

Languages: (Proficient)C/C++, Python, C#; (Familiar) JavaScript , SQL, HTML

Frameworks & Tools: Git, GitLab-CI, AWS, Spark, Unity, Tensorflow, Keras   **Databases:** Cloud Firestore, MySQL

EXPERIENCE

Nvidia Corporation, Santa Clara, California (Remote)   Jun. 2021 - Sept. 2021

Software Intern - Triton Inference Server Team

- Worked on Triton Inference Server, improving the weekly performance runs for memory growth utilizing GitLab-CI.
- Created long-running stress test for Triton Inference Server, serving multiple models, frameworks and instances simultaneously.
- Resolved customer issues on GitHub, involving problem reproduction and source code modification.
- Implemented Java client for Triton Inference Server by integrating contributed GitHub PR and adding CI tests for testing.

Wayne State University, College of Engineering, Detroit, Michigan   Jun. 2019 - Aug. 2019

Researcher (Intern) - Machine Vision and Pattern Recognition Lab

- Analyzed and visualized over one hundred thousand experimental data points by utilizing Python, Tensorflow and Keras
- Implemented classification models using LSTM algorithm in machine learning field, analyzing data with an accuracy rate of over 92%

Chang Gung University AI Innovation Research Center, Taoyuan, Taiwan   Sept. 2018 - Jun. 2020

Research Assistant

- Developed an AI visitor interactive system integrated with image recognition and voice analysis
- Built 3D virtual character models, applied pre-developed movements on virtual characters' for vividness by using Unity and Red Pill Live

SELECTED PROJECTS

P1cky - Picks 1 restaurant for picky you   2021

Full-Stack Developer | JavaScript, React.js, Cloud Firestore | https://youtu.be/XZIl4N5HR_k

A web application that picks a restaurant based on users' requirements and lets users manage their pocket lists and friend circles.

- Utilized JavaScript for web application layout design and database communication with Cloud Firestore.
- Developed main features integrated with Yelp API and Google Places API.

AI Visitor Interactive System based on Image Recognition and Voice Analysis   2019

Team Leader | C# | Awards: Best Innovation Award, National Industry-Academy Innovation and Implementation Competition, Taiwan

An interactive system assisting receptionists by deploying 3D virtual characters, providing guest-receiving functions, integrated with image recognition and voice analysis

- Led a team of four, increased overall user interaction rate by 30% by implementing human body detection and action recognition based on YOLO v2 and Openpose
- Received a satisfaction rate of 90% from users and reduced the cost of human resources by performing visitor interactive system on hosting school guests